INTRO

self introduction, "welcome [you] to the **2nd annual** vidya gaem awards"

many more people worked on the presentation this year, with only a few carrying over from last, doesn't mean its better

brief explanation about voting, external and duplicate votes removed, refer to website for more detail and for results from all community sources (reddit, twitter, neogaf etc)
- we used a preferential voting system where voters could rank their votes,

going over 4chan projects of 2012:

* katawa shoujo with roots in /a/ (january 2012), 5 year project, was hotly talked about on /v/ and contributed to the /vg/ board split

* /v/ga 2011 happened: (february 2012)
discussion about "worst part of 2011 /v/ga awards" results (which are:
1. Reddit Influence
2. EPIC MAYMAYS
3. Portal 2 and Bastion
4. Valve Dicksucking
5. Unfunny Skits

* gatheryourparty not directly associated with /v/ (which is a smart move) but they aren't fooling anyone, they ran their own pretty cool awards for 2012 (april 2012)

* game gallery game store made by some /v/irgin taking suggestions from threads

The store development went something like this:

Early 2011-Started buying vidya by putting ads in local papers/going to yardsales/hitting up eBay lots.
Mid 2011-Started talking to local development people and checking out buildings for rent in my town, wrote a business plan.
Early 2012:
*Blockbuster was going out of business so we bought everything we needed to start our business such as shelves and whatnot and things got real.
*Started posting threads on /v/ about a "hypothetical" game store and observing "fucking Gamestop" threads to see what NOT to do.
*Proclaimed on /v/ that it's actually happening and what plans we had for the business. A lot of people wished me good luck and of course just as many were non-believers.
*Start posting pictures of the shop-in-progress on /v/. At this point I hadn't advertised the place (like you said, awful idea. I just wanted uncensored feedback) but /v/'s detectives found GPS data in the photographs and tracked down the Facebook page of the shop, the location, my personal Facebook and so on and so forth. Feared for my life a little.
*After a successful grand opening /v/agrants slowly start showing up more and more often at the shop. Most notably two guys who

drove here from Maryland and spent hundreds of dollars only to make ANOTHER trip a couple of weeks later because they were happy with the experience. Another guy drove here from Ohio to essensially just say hi. I could go on and on. We get the odd package in the mail from /v/irgins as well.
*Every once in a while still see threads about our shop to this day.

The big involvement with /v/ was basically because I spend so much time on there I knew the similar interests would click with them and they'd appreciate the kind of place I would create. Also, they're a tough crowd to impress on the whole, so I wanted to do everything in my power to provide a shopping experience to the bros that wouldn't trigger a green text shopping horror story from them the second they got home. Simple things like removing Gamestop's stickers from used games and plastic wrapping them before we apply ours so they have a nice, clean case go a long way. We took tons of little suggestions like that, anything within reason.

Basically everything I set out to do has worked out swimmingly and now I get to chill out in an awesome store I had a part in creating any time I want and talk about vidya with bros all day. It's pretty cool to see /v/irgins emerge into the real world and come here too, and thus far we've had no spilled spaghetti.

* maybe someday the /v/ mansion is possible

without further ado, we'll get to the awards

OUTRO

on behalf the /v/ga team i'm forced to thank everyone involved, from the writers, editors, voice actors, people who submitted skits, made music, etc. and especially to all those who voted, even though most of you didn't end up being counted. and thanks for watching, hope you enjoyed the show

2012 will go down as one of the worst years in vidya history